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AMIGA WORKBENCH

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Next AUG Meeting

Sunday, June 16th at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.

Amiga Users Group Inc GPO Box 684E Melbourne 3001 Victoria Australia

Australia's Largest Independent Association of Amiga Owners
The *Amiga Users Group Inc* has no affiliation with Commodore
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AMIGA Users Group Inc.

P.O. Box 684E, Melbourne 3001, Victoria, Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, June 16th at 2pm
Sunday, July 21st at 2pm
Sunday, August 18th at 2pm

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: **Amiga Users Group, PO Box 684E, Melbourne 3001.**

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 500 volumes, mostly from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. Master Systems of Bayswater offer good deals and MidiMouse offer 10% off all software.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

The Bulletin Boards

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. The first is *Amiga Central* running on an Amiga 2000 running the Paragon software allowing multi-line conferencing facilities and the other system uses the MAXIMUS message and conferencing system - AmigaLink I, and is available 24 hours a day. Both can be accessed with a modem and appropriate communications software using any of the following speeds : 300 (V21), 1200 (v22), 1200/75 (v23) or 2400 baud (v22bis). Parameters should be set to 8 data bits, 1 stop bit and no parity.

Amiga Central: 376-3887, 376-6385, 376-7375 (this for 1200/75).
AmigaLink-I: 792-3918

Amiga Central and *AmigaLink-I* are part of a world-wide network of bulletin boards and we participate in national and international Amiga conferences. Both have selected Public Domain software available for downloading and we encourage the uploading of useful Public Domain programs for our users.

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter NT and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: **The Editor, AUG, PO box 684E, Melbourne 3001.**

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page $20
Half page $40
Full page $70
Double page spread: $120

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: **The Editor, AUG, PO Box 684E, Melbourne 3001, Victoria.**

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Word Processing with ProWrite - Part 1

by Rudy Kohut

Last year I wrote a review of ProWrite V3.1 for the Workbench. After using the program for a few months now, I thought I would try to pass along some of my experiences to other users of this software.

The first change I have made is to the organisation of the disks. ProWrite comes on two disks. The first is called "SYSTEM", which is the startup disk (boot disk) and contains useful utility programs as well as the fonts, etc. The ProWrite program itself is contained on the second disk called "PROGRAM", along with the main dictionary, the thesaurus and the user dictionary.

Now this split is useful if you only want to run ProWrite by itself. But I want to and have need of the multitasking nature of my computer, which means I want to run other programs as well, and on a floppy based system, I need to avoid disk swapping wherever possible. Now, with ProWrite this is very hard to do given the split I have described, as the program needs to have the SYSTEM disk to find the fonts and the PROGRAM disk to find the dictionary and thesaurus.

Upon looking at the disks, I worked out that with the judicious deletion of unneeded files from the SYSTEM disk and by transferring the utilities programs to the PROGRAM disk, I could squeeze the ProWrite program onto the SYSTEM disk, with room for the User Dictionary as well (this dictionary is automatically created on the same disk that the program resides on). The manual recommends that the main dictionary be transferred into the RAM: disk (the thesaurus as well if you have enough memory) before starting the program - ProWrite checks for it there first. This is a good practice as it speeds up spell checking immensely and saves you having to insert the PROGRAM disk. I have altered my "startup-sequence" file in the "S:" directory of the SYSTEM disk to have the main dictionary and the thesaurus copied to the RAM: disk at startup - otherwise you can follow the manual instructions (on page 70) to copy them using the workbench. These are the lines I have inserted:

```
<<
If not exists RAM:Thesaurus
echo "Copying Thesaurus and Dictionary to RAM Disk..."
copy Program:Thesaur#? ram:
copy "Program:Main Dict#?" ram:
endif
>>
```

This 'script' checks to see if one of the files already exists in ram: to avoid needing to copy more than once (this is useful to those of us with recoverable ram: drives). It then tells us (echo's) that it has commenced the copying, and the use of the "#?" ensures that the file icons appear on the workbench when the ram: disk icon is opened. (Don't copy the >> or << symbols!). You can add these lines to your startup-sequence file using ProWrite - but remember to "Save AS" the file (not SAVE) and select the "Text Only" button.

This change results in my needing only the SYSTEM disk, freeing up one disk drive for the necessary floppy disk to hold my files. Oh yes, from where do you delete "unnecessary" files? I usually find that there are a lot of files in the "C:" directory which I never use, for example, "Ed", "Edit", "Lab", "Ask", "Changetaskpri", "Diskdoctor", "Endskip", "Eval", "Getenv", "Join", "Lock", "Remrad", "Search", "Setenv", "Skip", "Type","Which", "WHY". Most of these files are used if you are into CLI scripts in a big way; others, like "TYPE", "ED" and "EDIT" are useful if you don't have a wordprocessor like ProWrite! Also look in your "devs:" directory - if you don't run a modem or a printer using the "serial.device", delete it! And a great place to get rid of files is in the "Devs:Printers" directory - just delete all printers listed except the one you use. (Note: do this only on a COPY of your disks!!!)

What? You aren't familiar enough with the CLI or SHELL to know how to find and delete these files? Fear not, ProWrite comes to the rescue. Well, not the program itself, but a utility called "System Mover" which is found in your "ProWrite Utilities" drawer.

Just double click on the "System Mover" icon and a requester appears centre screen. Notice that there is a new menu bar at the top of the workbench screen which is used by this program. Using the right mouse button select the left menu item called "Disk" and choose the "From Disk" menu item. A list of mounted disks appears - select "SYSTEM". The requester is active for awhile as it reads the font list in from the "SYSTEM" disk (this is the default list). Next, press the right mouse button again and go to the right menu item called "Move". Here you select from a list: fonts, printers, key maps, libraries, devices, handlers, CLI commands and CLI scripts. Once you have a list selected you can click on any item in the list - when you do this the "Remove" button becomes active. Click on "Remove" and the item is deleted from your disk. If you had also selected a "TO DISK" item, then the "Copy" button would also be active, allowing you to copy between disks. To delete the files in the "C:" directory which I mentioned, select the "CLI Commands" list and the files in the "C:" directory appear. Click on one filename and select "Remove" to remove one file or, while holding down the <SHIFT> key while clicking, you can select multiple files to remove.

This process is very easy and there is no need to learn how to use the CLI to do some very basic disk management. A nice feature of this utility is that one can move fonts around between font: directories and the utility takes care of the ".font" files, so there is no need to run the Commodore supplied "FixFonts" program when you do this.

The moving of fonts is important, as you will find when trying to run more than one program each of which uses its own fonts. I have managed to put all fonts from every program I have on one disk, along with the libs: and devs: directories (some programs expect some special files in these directories too, eg. Fusion Paint requires the "arp.library" file). The "System Mover" utility program is a tremendous aid in setting up disk files in the appropriate places. It should be a Commodore supplied standard for all Amigas.

Having sorted out the two disks to your satisfaction, the next thing you should consider is the type of screen display you want. If memory is a worry, especially with the main dictionary in ram:, consider starting ProWrite in a low memory configuration. The "Screen Options" section of the manual (page 149) indicates the options to consider. The best memory conserving option is "Workbench" ie. the program opens windows on the workbench screen. This is a medium resolution, four colour screen, so it is more than adequate. The only drawback is having to remember to keep at least one window open at all times or the program exits. I prefer to have the next best option - a "PartColor" (four colour) custom screen, although you can also have a "NoColor" custom screen with only black and white. Both use very little extra memory. To get the screen you want, click once on the ProWrite icon and select "Info" from the workbench menu. When the Info screen appears, click "add" in the "Tool Types" area and type in the option eg. adding the letters WB will mean that ProWrite will open on the workbench screen. Save Info when done. Now double click ProWrite to start work.

Dont Forget the Auction!

Product Reviews

REVIEW OF MIDI 4-TRACK RECORDER V1.1

The author, Peter Lawrence, is a Bachelor of Engineering and Doctor of Philosophy, and a lecturer at Victoria College in C Programming and Data Base Management. Fortunately he is also a keen Amiga supporter and a member of AUG.

Peter wrote this program a couple of years ago, and posted version 1.0 on the bulletin board fairly recently, but had not had the time or incentive to develop it further until, after having used it and come to appreciate its potential, I suggested some modifications. Basically the utility is a very simple and extremely easy to use four track sequencer, with the traditional RECORD, STOP, and PLAY buttons. No provision for forward, backward, rewind or edit, so if you make mistakes you have to repeat the track. However, each of the 4 tracks has gadgets for MUTE and ERASE, and an indicator showing which track is current and which contains information.

A switchable MERGE facility is available which is effectively a THRU device, passing the IN stream to the OUT of the computer. ALL OFF is the panic button for stuck notes, if your synth will respond to it.

There is also a STATUS MAP showing CHANNEL, PRESET NUMBER, NUMBER OF EVENTS and BARS for each channel, plus TEMPO. Recording is limited to 1000 events per channel, which is about 500 notes. A nifty METRONOME (with volume control, or mute) keeps time for you at any required tempo, selectable for 2/4, 3/4, or 4/4 - accompanied by a visual beat indicator. You can also set the KEY SIGNATURE, QUANTIZE, and SAVE/LOAD songs in a MIDI FORMAT (not standard.)

A big bonus is that you can also SAVE in SMUS FORMAT, which will load to DMCS and similar programs. This enables you to edit, after all, so the lack of that facility in the program is not so important. I find that, provided you keep strict time, and quantize when saving, the end result in DMCS is surprisingly good. It enables me to compose a tune in four parts and finish up with an excellent playable file and print-out. I can also convert to ".SONG" format by using the utility "iff2ms" and then load to Music Studio, where editing is quicker and more convenient than DMCS, especially if one is using a MIDI synth or multi-timbral module.

The new version enables you to set your own colours and will accept program change information from the keyboard, as well as being able to specify presets from the program, visually for each track. It appears that this display and the status map do not respond to external program changes, but this does not concern me as it can be taken care of in subsequent processing.

The program fills a vital gap in the Amiga software library. Most of the older programs do not provide for real-time input from the keyboard, which is a very annoying restriction. Although some later programs include this facility, they are often far too complicated, difficult to learn and expensive. Peter's MIDI Four-track Recorder is public domain and gets my vote for the most useful program I have come across in a long time.

Norm Christian.

PS. I would like to hear from any members who are using Music Studio, as I have a problem with mine crashing when I elect to quit. Also would like to swap song files and discuss usage. Phone 798-6552.

Music & Sound

BUYING USED MUSIC EQUIPMENT.

If you are interested in buying a MIDI capable keyboard, rackmount unit or module there are quite a few bargains available under $500.

As professional musicians and others buy the latest synthesizer or sampling keyboard they often "discard" or sell their older units for about half the original cost or even less. The Trading Post frequently carries ads for equipment that is being sold off for the best of reasons at relatively modest cost.

You may need to ask someone about the value of the original unit in order to determine whether or not you are paying a fair price. Music shops can be helpful but memories fade over time and sales people may give you only their best guess as to the original cost. It pays to ask around several shops (make sure they actually deal with the manufacturer's brand of equipment).

Prices of new equipment can often be reduced by 50% as models run out and are replaced by newer types. It might pay you to frequent a few music shops for a month or two as you could find that some items are actually cheaper on "special" than they are in the newspaper ads. You could also ring for information or to ask what's on current offer at special prices.

One of my personal favourite units is described below

Phone (03) 720-6076 Fax (03) 720-6640

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Adv. Systems Prog Guide	$ 45
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along with a brief description of it's features as well as typical costs.

Yamaha CX5M computer-synthesizer. This is fairly old (1984 >) and conditions will vary considerably from one unit to another. As with any second hand equipment it's usually wise to ask for a working demonstration before paying.

Repairs may be difficult in terms of parts, however these units are almost cheap enough to buy and cannibalise for working parts. The unit consists of an MSX computer keyboard with built-in MIDI (in and out only) and two cartridge ports for loading software such as sound editors, drum editors, music macro-language (BASIC), disk drives and so forth.

There should also be either a mini-keyboard YK-10, or a four octave full size keyboard YK-20. You should also obtain one or two cartridges with music composer software and perhaps an editor to alter the internal FM sounds of which there are 48 on board. (Only 47 are used - one is reserved).

Expect to be given all manuals for the computer and software. Try to get the nifty keyboard overlays as they are very helpful when using cartridge based software. There was a keyboard overlay for each cartridge. The software made good use of the function keys (F1 - F10) as well as the other keys.

It is important to remember that the value of money has declined markedly over the last 10 years. Musicians often pay a hefty premium to obtain the latest gadget. Their investments can devalue rapidly over several years as inflation erodes the value of the dollars spent on equipment. $2000 in 1981 would be worth $10000 today by rough calculation!

CX5M Secondhand Prices: $200 to $450. (Originally $1000 - $1400 but dropped rapidly). Sometimes these units are offered with a disk drive and prices for such systems are proportionately higher. Normally all your sounds are stored on tape (cassette). This is slow but reliable. You can store sounds, songs, programs etc. There is a built in music recorder including drum machine rhythms. These drum backing tracks are fixed with controls for tempo and volume. All sounds are output through a two channel line-out system (also MIDI out). With the Basic Music Macro Language Cartridge you can access the drum sounds and compose your own backing rhythms.

The built-in music module fits underneath the computer itself. The FM module may be either a SFG-05 or an SFG-01. The former is worth paying a little more for as it has superior features such as the ability to access disk drives. You can address this module directly with the YRM 504 MUSIC MACRO II LANGUAGE Cartridge.

Other Cartridges include: YRM 103 DX7 (synthesizer) VOICING PROGRAM, YRM 302 RX (Yamaha Drum Machine) EDITOR. The latter edits Yamaha RX11 or RX15 drum machines. There is also a Yamaha Cartridge CMP 01, FM AUTO ARRANGER.

Another variation on the CX5M computer was the CX5M II (or Mark 2). This included the SFG-05 FM sound module and had 80 column text ability. The older model CX5's only had the standard MSX computer text of 40 column screens.

The CX5 has colour-composite video output (works well on an Amiga monitor) which is easy to read and works fine with most software. There is also a printer port and other connections. All MSX computer software and hardware is compatible with the CX5M. (The M stands for MIDI).

One drawback with these (CX5M) computers is the hideous and huge power supply which comes with a very short cable making it difficult to conceal. Yamaha do not stock items such as the disk drive cartridge adaptor (at least according to their service department in March 1991). They may support other spare parts or add-on items though I suspect not.

I read that the MSX version of BASIC (built-in to the CX5M) is supposed to be similar to the AMIGA's C language although I've no experience or knowledge of this.

I have also read that the CX5M can take Mitsubishi 3.5" disk drives (DSDD - 720K). The CX5M requires a special cartridge adaptor for the rear cartridge port to handle a disk drive. The MSX computers all took 3.5" drives. If anyone knows about this or where I could perhaps buy one could they please let me know.

There was also a VOICE Storage Cartridge for the CX5M computers. These were originally priced at an outrageous $100 or so for a mere 2K storage!! (Yes, two kilobytes).
Most of the software cartridges were also around $100 to begin with.

The CX5M can play up to 8 voices (or sounds) simultaneously. There are also programs which allow you to record in real time (sequence) as well as controlling other synths.

These computers were built around the Z80 microprocessor.
At times there is a slowing down of graphics as the processor struggles to keep track of music events. Moving around the screen can also be slow in some programs such as the built-in music one. The cartridge based software tends to be more user friendly in this regard.

The CX5M has 32K memory and there was a 32K expansion cartridge available. The CX5 II had 64K on board I believe.

The sound quality is most impressive when fed through a proper music amplifier and speaker system. You could produce very professional sounding music pieces using a mere CX5M alone in a home studio. I use my CX5 as a sound module being controlled from a master MIDI keyboard. It's internal sounds add depth and texture when layered with sounds from other synthesizers.
The CX5M responds to MIDI velocity data from a master keyboard if such a keyboard comes equipped with velocity sensitive keys.
The keyboard supplied with the CX5M (YK-10, YK-20) does not provide velocity sensitivity). Velocity sensitivity basically means that as you strike the keys harder the volume increases and vice versa. It can make your music much more realistic sounding.

In summary then you could do much worse than buying a CX5M. It allows you to edit and store your own sounds, programs, songs and other data and it can be played from a master keyboard. It is an excellent way to experiment with FM sound programming and even music composition. The Music Composer Cartridge for example shows notes on a staff for up to 8 instruments (voices/sounds).

One problem is that you require a monitor to see what you are doing to start off (although this can be shared with another computer). Even this is debatable as you could actually call up the music module by simply typing in a brief command (_music) without using a monitor at all! Once running you could switch off the monitor or use it for your AMIGA software as the CX5M sounds can be selected via MIDI.

In future articles I shall try to cover other low-cost options to consider in entering the world of MIDI music. For a few hundred dollars more you could be using a more recent synthesizer or whatever with more up to date features such as a full implementation of MIDI. The CX5M does not have system exclusive ability which can be very handy.

The CX5M can be equipped with joysticks or a mouse as well as a printer.

Naturally you will need a MIDI interface for the Amiga if you want to control the CX5M through software/keyboard(s) on the Amiga. You can simply directly connect another keyboard to the CX5M via MIDI cables.

The CX5M has a built sound chip (common to all MSX computers) which you can address from the ROM BASIC when powering up the CX5M. However the FM Sound Module SFG 01 or SFG 05 can only be accessed via the YRM 504 MUSIC LANGUAGE II MACRO CARTRIDGE.
There is a vast difference in the sound quality. Of course when accessing the FM Module sounds the CX5M's internal sounds are unavailable.

Glossary.
MIDI = Musical Instrument Digital Interface.
Synthesizer or Synth = Sound creation unit.
Voice = One of the sounds created by a synth. One voice may be likened to one note generally. The CX5M can play up to 8 notes (voices) at the same time. These can be assigned in various combinations. It is thus a MULTI-TIMBRAL instrument.
Sampler = Unit which samples real world sounds (such as bells, choirs etc) or even sounds from a synthesizer.
Module = Many synths come equipped with a keyboard, but if you have one decent MIDI capable keyboard why pay for another? The module is simply a keyboardless version of the equivalent synth or sampler. They are often considerably cheaper. Modules sit on your desk usually. The Yamaha SFG 01 / 05 Modules are especially compact. They also fit all MSX computers. Neat idea!
Rack-mount = As with modules but can be mounted on a 19" rack unit for space saving / portability. Prices comparable to modules.
Editor = software program which enables you to alter existing sounds or create original ones. These can be stored on tape or disk.
FM = Frequency Modulation. A particular method of generating sounds. (Other methods include Subtractive Synthesis, Phase Distortion and Additive Sythesis).

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AUGADS

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Graphics

The Animation Network

About three years ago, after studying computer animation at Swinburne Institute, Andrew Nelson and Lisa Roberts started a small animation company called Anillusion. They set out to explore the exciting potential of the computer to aid in visual communication. Since that time they have produced films, videos and educational software using the Amiga computer. As well as producing their own work, they have, and wish to continue to assist, in the production of imaginative work by others, especially children.

Animation has been a part of almost everyone's life since the early days of film. With the advent of the home computer we now have the ability to create our own animations! This opens up potential for visual communication that has never before been possible.

As usual it is the children who are at the forefront of advances, and it is children who have to deal with the advantages and disadvantages of new technologies. One of the disadvantages of developing animation as a communication and educational device, is the lack of a forum for mutual exchange and learning.

In response to this we have established an animation network designed to aid students, teachers, educators and creative individuals, in the exchange of animated ideas and concepts for the benefit of all participants. On the following pages you will find an outline of the networks activities. We hope you are as excited about its potential as we are!

Project: The Animation Network

Our project is twofold:
1. The production of the first Australian video year book of amateur computer animation
2. The establishment of a public access library/database of computer animation.

As you will be aware, computers and interactive media are already the communication media of the 90,s. Such a project provides the essential grass roots communication network between our future adults, providing a wider purpose for the excellent work that is already being produced by children at home and at school.

Examples of how the project would work:

Imagine - A boy, Spiros, in Darwin, has made a short animation on his home computer for a school project. It describes how he made his own crystal set. This is included in the video year book, which is then watched by a teacher in Melbourne, Jack, who is writing an interactive training programme on simple electronics for primary schools. He wants to use Spiros,s animation. How thrilled Spiros feels, and how inspired are the children using Jack's programme to see another child's work.

Imagine - Maria, John, Pierre, and Svetlana live in Australia and have different cultural backgrounds. they have each made a short animation, using the school's Amigas, illustrating an aspect of their homeland.

- Maria's explains how home-made pasta is made.
- John's is an animated timechart of English history
- Pierre's shows Napoleon eating snails.
- Svetlana's is an artistic animation of Russian folk dancing

Through the video year book and its accompanying catalogue, the children's work becomes part of a programme on multiculturalism for television.

Imagine - Paula is a VCE student and has made a well researched animated map for her geography elective on the changing political boundaries in the Middle East. Her moving map clearly and quickly communicates information that would take pages to describe verbally. This excellent work, which helps her to do well in her VCE, also becomes part of the video year book and library/data base. This is now valuable resource material for future students studying the area, someone making a video about the Middle East, or for writers of interactive educational software.

As you can see, this resource facility can be continually expanded, providing informative and creative visual material that is extraordinarily economic for its many users

The Animation Network Showcases and networks short computer animations that communicate an idea or concept which could be of use or interest to many different people.

The Aims of the Network are....

* To hand back the power of image making to the individual.
* To encourage people to think visually and to recognise that this language belongs to all cultures.
* To create an open forum for the mutual expression and exchange of ideas.

The Animation Year Book

The Video year book will be produced each year using our own production facilities. It will be mastered on Hi Band Umatic and distributed on VHS cassettes. All material accepted will be transferred to video for editing

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and archiving.

The head of the tape will contain an edited montage of some of the best animations sent to us. Next there will be a section for sponsors messages, accreditation or advertising with some information on the awards and the library. Following this will be a sequential compilation of all animations accepted for the Year Book. This tape will also form a video catalogue of the years animations. Most animations appearing on the tape will be available in digital form for computer use, or re recording to a different video format, or from the High band Video master for use in video productions. It is envisaged that a small fee will be charged for this service.

The year book will allow people to view each others work and to communicate visual ideas. We believe this will stimulate more people to explore the potential of animation as a communication device and the computer as an essential tool in this process. We are also establishing exchange facilities and links with other countries, as animation can communicate without language barriers. This cultural exchange will be of tremendous value to all concerned and will allows us a grass roots insight into other cultures and their customs.

The Library/Database

The animation library is the core of the project. All animations accepted will be catalogued and stored on disk and/or video. This ongoing library will then be available for public access. The Video Year book will form a year by year catalogue of animations held within the library. Copies of the Year Book will be provided to subscribers for a small charge and to non subscribers at a commercial rate

Animations will be available in digital and video form as required. Access to the library will initially be by FAX and return mail. Eventually a computer bulletin board will be established to provide instant access.

Imagine - Tom, a programmer in interactive training videos, is writing an educational program in biology. He needs a short animation on osmosis. He views the catalogue on scientific animations and finds that Janek, a year 9 student from Arundel High school, has one that is ideal for his needs. Tom simply FAX's us the reference number and we send out the animation on disc ready for use in his program or on video for editing.

Imagine - Julie is a year 11 student. She has chosen to do an elective on the effects of droughts on the quoka population of south-eastern Australia. She has decided that the best way to show the effect of drought is with an animation. She searches the catalogue and finds one that shows rainfall patterns in this area. Julie orders this animation and then modifies the original to show the relationship between variant rainfall and the quoka population. She then returns her modified version to the library for other people's use. This is stored along with the original ready for use or further modification in the future!

The copyright of all material will rest with us but all authors of animations must be credited in any use of their material and if any income is generated from or by such use a "Public Lending right" fee will be paid to the author.

As you can see the uses and benefits of the library are almost limitless and the interactive nature of the database will mean that it will be of enormous benefit as a resource of the future.

The Awards

As a focus and incentive for young animators an annual award system that recognizes ability in a range of areas is important. Not just Disney-style animation will be encouraged. This also allows us to define categories of animation that more closely mesh with the existing curriculum and hopefully inspire the making of some very re-usable animations. The categories envisaged are:

A) Art and Graphics
B) Instructional & Scientific
C) Human Affairs

Animations would be accepted from both individuals and groups. Work can be entered into more than one category. Each category would contain age divisions to allow fair assessment.

Application for entry to the awards would be open to all ages and will include a division for tertiary students and adults providing they fall within the concept of an amateur production It may be necessary to charge a small entry fee to cover costs but this depends on funding and is not desirable. The judging of the awards would be undertaken by a group of professional animators and educators. It is hoped that enough funding and sponsorship will be found to provide a prize for the winners and certificates of recommendation and inclusion for others. This has still to be resolved. However some sort of award will be made to the winners and participants.

Animations of any length would be accepted, but not complete films or productions, as there are many existing forums for this type of endeavor.

The Animation Network
Lisa Roberts & Dr Andrew Nelson
154 Ormond Road
Elwood Vic 3184
Tel 03-525-6614
Fax 03-525-6624

Public Domain

Fish Disk #471

BTNTape A "Better Than Nothing" SCSI tape device handler. It provides flat file access to a SCSI tape drive from application programs using simple DOS calls to Read() and Write(). It can also be used with the Amiga TAR utility for disk backups. It requires a "SCSI-direct" compatible SCSI bus adapter but will also work with the A2090(A). It now supports many more tape drives, and has some new features. This is version 2.0, an update to version 1.0 on disk 392. Includes source.

MachIII A "mouse accelerator" program that also includes hotkeys, features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, Arexx support and much more. Updates for Workbench 2.0 have been added along with many fixes and new features. This is version 3.1, an update to version 3.0 on disk 378. Binary only.

MoleWt MoleWt is a molecular weight calculator. The program accepts a chemical formula and returns the molecular weight. This is version 1.01, binary only.

Uedit A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 2.6e, an update to version 2.6c on disk 415. Binary only.

Fish Disk #472

CNewsBin This is part 1 of a C News distribution for the Amiga. This part includes all the binary and text files necessary to set up and run C News. Part 2 is available on disk 473 and contains the source. C News uses UUCP, such as Matt Dillons implementation (see disks 479 and 480) or that included with this software's previous version (disk 319). This package has been reworked and now includes a newsreader, AmigaRN (Sharware). All major (and a few minor) features of Unix C News are implemented. The Author refers to this as release 15-Dec-90, an update to the orginal version on disks 318 and 319.

ICalc An expression calculator that works with real and complex numbers, has arbitrarily-named variables and user-defined functions, startup files and more. Version 1.0, includes source.

IFFBeep A small utility that lets you replace the screen flash of DisplayBeep() with any IFF 8SVX sound file. Also plays sounds on disk insertion/removal. It can be run from the CLI or Workbench and includes an interactive "control panel". Version 2.0, binary only.

Fish Disk #473

BigBrother A virus infection detection program with some optional utilities. It runs as a normal task and checks every 1 second the important memory locations in the Amiga. As a bonus, BigBrother is capable of starting a new shell, starting script files, viewing and installing bootblocks. All this in a program less than 10K. Includes assembly source.

CNewsSrc This is part 2 of a C News distribution for the Amiga. This part includes all the source for C News. Part 1 is available on disk 472 and includes all the binary and text files necessary to set up and run C News on the Amiga. CNews uses UUCP, such as Matt Dillons implementation (see disks 479 and 480) or that included with this sofware's previous version (disk 319). This package has been reworked and now includes a newsreader, AmigaRN (Sharware). All major (and a few minor) features of Unix C News are implemented. The Author refers to this as release 15-Dec-90, an update to the orginal version on disks 318 and 319.

Family_Sol A preliminary version of the Authors "Family Solitair" card game. A standard game of Solitair with options for multiple players, sound etc. Binary only.

MissileCmd A fast Missile Command game written in assembly. Features include using a hires interlaced screen, time based events for correct operation on any speed Amiga, multitasking friendly, and sound effects. This is version 2, an update to the version on disk 444, with bug fixes and enhancements. Binary only.

Fish Disk #474

Aequipot A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res and high- res, and in two speed/quality modes. Includes both PAL and NTSC versions of the program. English and German docs. This is version 1.06, includes source in PCQ, freeware.

AmiDock AmiDock is an Amiga version of the NeXT's Dock facility. It will open up a small window on your WorkBench full of little IFF brushes, Each brush represents an application, like an ICON but it's a brush. Click on the brush and your application will start. This is version 1.2.4. Shareware, binary only.

CrcLists Complete CRC check files for disks 401-470 using the brik program. These were made directly from my master

A-Sampler
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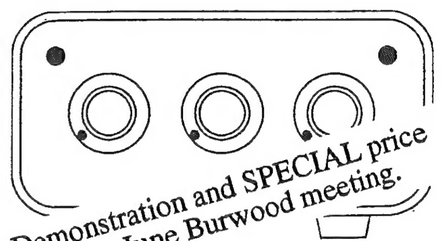

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disks. This is an update to the lists on disk 401.

Enforcer Detects/protects against illegal memory hits. Compatible with all OS versions & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Version 2.6f, binary only.

GreekFont A 12 point font with Greek letters. Version 1.0.

Imperium Strategic, "RISK" style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware ($10), Manx-C source available from the author. English version 1.66E and German version 1.79D. Update to version 1.50E on Disk 362.

Fish Disk #475

AssignX A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. This is version 1.0, includes source.

Blankette VERY tiny screen blanker/dimmer. Very nice on your system, very little CPU time, compatible with just about everything. Dims screen rather than going black. Includes assembler source.

CITAS Convert ILBM To Assembler Source. CITAS allows one to easily put graphics into his/her own programs. CITAS takes a standard IFF ILBM image file and converts it into either assembler or 'C' source code. Designed for blitter image control, all of the necessary labels are generated, along with color map information, mask generation, and other options. This is version 2.0, shareware, binary only.

GadgetED A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Also comes with "PatchGE", a program for converting the original format of GadgetED binaries to be loadable by this and future versions. Version 2.3, an update to version 2.0 on disk 438, includes source.

ToolLib A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Version 8.1, an update to version 7.6 on disk 438, includes source.

Fish Disk #476

Browser A programmer's "Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs. Version 1.7, an update to version on disk number 180, binary only.

MED A music editor much like SoundTracker. A song consists of up to 50 blocks of music, which can be played in any order. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-pass-filter on or off on a per song basis, and a cute little animated pointer of a guy doing "jumping jacks" in time to the music! Improvements include AmigaDos 2.0 compatibility. This is version 3.00, an update to version 2.13 on disk 424. Binary only.

Mostra Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configurations and complete WB support, through ToolTypes and Style icons! This is version 1.14, an update to version 1.0 on disk 330. Binary only.

ToolManager ToolManager is a full featured program to add programs (either WorkBench or CLI) to the tools menu of the 2.x WorkBench. Programs can be added by dragging their icons onto the ToolManager "config" window or the optional ToolManager icon or by editing the config file. Requires Workbench 2.0. This is version 1.3, an update to the version on disk 442. Includes source.

Fish Disk #477

IRMaster This is a hardware/software project to allow the Amiga to read an infrared remote control via the parallel port. Includes an ILBM of the schematic for a simple interface to the A1000 parallel port, some modifications are needed for other Amigas. The source code and executable for a reader program are included. For further functionality modifications to the source can be performed.

MegaBall This is a new version of the game "Ball" by the same author. It is a Breakout type game, and is very good. Complete with impressive sound. This one's addicting. Binary only.

NoDelete This program pops up a requestor to alert you of a file deletion being attempted via DeleteFile() and allows you accept or cancel it. This also pertains to any files you attempt to delete via "delete". Version 1.5a source is included.

Fish Disk #478

LSlabel A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps), a very exactly setting of the label length and freely configurable printer codes. Version 1.0, binary only.

MED-Songs A selection of musical pieces created with MED, the musical editor program (see disk 476 for MED 3.00). Includes MEDPlayer version 3.0.

MP A small, useful utility for sending any MIDI data back and forth between an Amiga and a MIDI instrument. Helpful for learning about MIDI, writing/debugging MIDI software, figuring out your instrument's system-exclusive implementa- tion, and more. Very versatile. Version 1.0, includes source.

NewList A powerful LIST replacement. Supports many features including sorts, character filters, case sensitivity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are very fast and memory usage is minimal. Version 4.9, an update to version 4.5 on disk 461. Binary only.

Fish Disk #479

CheckPrt A small program for checking the presence of a parallel printer from within a script file. Binary only.

TDP A small trackdisplay program that uses whatever screen is up front. Binary only.

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.13D, an update to version 1.08D on disk 442, and consists of four parts. Parts 1 and 2 are on this disk, and parts 3 and 4 are on disk 480. Includes source.

Fish Disk #480

Cryptor A program that encrypts and decrypts data (files). It uses a mathematical algorithm with password key protection. Has both English and German versions and documentation. This is version 1.0, binary only.

NoCare This utility speeds up your windowing environment. The OpenWindow vector is patched. When someone tries to open a window in the workbench screen, the lower refreshbit in the nw_Flags field is cleared. This way, only NOCAREREFRESH windows will be opened, resulting in faster window movements. Windows opened in customscreens are not affected. This is version 1.5. Assembly source included.

TplEdit A gadtools template editor. It is able to generate nearly standalone C source code. The program will only run under OS 2.0, Kickstart 37.73 or higher. This is version 1.00 Alpha. Includes source.

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.13D, an update to version 1.08D on disk 442, and consists of four parts. Parts 1 and 2 are on disk 479, and parts 3 and 4 are on this disk. Includes source.

AUCTION

The club needs funds in the form of item donations for a club Auction. Many people have donated assorted items of varying value. You can donate anything - it does not need to be computer related.

Alternatively, if you have something expensive that you wish to sell, bring it along and we will sell it for you with a commission going to the auction proceeds.

Contact Mark Barnes on 807 7036 or Lester McClure on 803 5664.

AUCTION

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Programming

Some C views

by David Fong

A recent Amiga Computing article complained that Sozobon C (Fish Disk 314) is not able to calculate floating point (Sozobon C only handles single precision floating point). Actually, a floating point library is provided, but not automatically linked by the provided 'cc' front end. Nor is the '_MathBase' or '_MathTransBase' vector automatically set up. Here is my solution to the problem. Let's say your C masterpiece name is 'myprog.c'...

cc -S myprog.c
This runs a pre-processor and the Sozobon C compiler. The assembly code name is 'myprog.s'.

top -v myprog.s
Execute the optimization program with report '-v'(verbose) option. The cc frontend normally uses the minimum optimization option. If the appropriate switch is not chosen, top usually optimizes at its maximum level. 'Top' will send its output to myprog.s again. If you don't like this, type in the CLI 'top infile.s outfile.s' instead.

Now you must edit the 'myprog.s' assembler source-code. I'm not an 68000 or Amiga hacker myself, so if there are redundancies, fix them up yourself.

```
After _main: insert
move.l $4,a6
lea    mathffpname,a1
moveq  #0,d0
jsr    -$228(a6);OpenLibrary
move.l d0,_MathBase
move.l $4,a6
lea    mathtransname,a1
moveq  #0,d0
jsr    -$228(a6);OpenLibrary
move.l d0,_MathTransBase (this will be followed by a compiler produced 'link' command)

Find 'L2:'. 'L2:' contains an unlink (unlk) and a return from subroutine (rts) command. Insert between the 'unlk' and 'rts'
move.l $4,a6
move.l _MathBase,a1
jsr    -$19e(a6);CloseLibrary
move.l $4,a6
move.l _MathTransBase,a1
jsr    -$19e(a6);CloseLibrary

Find the DATA segment. Insert
mathffpname:
DC.B   'mathffp.library',0
mathtransname:
DC.B   'mathtrans.library',0
_MathBase:
DC.L   0
_MathTransBase:
DC.L   0
XDEF   _MathBase
XDEF   _MathTransBase
```

Save the edited source code as 'myprog.s' again and use the provided assembler.

a68k myprog.s The assembler will produce 'myprog.o'

blink zl:begin.o myprog.o lib zl:m.lib zl:zc.lib zl:ami.lib map nil: nodebug
Blink will link your code with appropriate libraries and start-up code. The executable 'myprog' is produced. The cc frontend does not normally link the 'm.lib' library, which contains all the floating point library information.

Matt Dillon's DICE C compiler (Fish Disk 359) is a faster, ANSI compatible C compiler with no floating point ability at all. I hear that the latest version supports floating point, and also that DICE will soon be going commercial! Like Sozobon C, amiga.lib and amiga 'includes' are not provided. Perhaps these are available for a pittance, but another alternative is to combine files available from other compilers. Ami.lib, from the Sozobon C disk, is a cut down version of amiga.lib. When joined with small.lib (Devdisk 25, also at least one North C distribution), ami.lib seems to be an adequate substitute (don't use Sozobon C's m.lib, though). Just join ami.lib and small.lib with an AmigaDOS 'join' command. North C distributions also include reasonable sets of 'includes'.

By the way, DICE on Fish 359 includes version 1.40 of Matt Dillon's acclaimed editor, DME. Compiled using Matt Dillon's own DICE, DME 1.40 is a gamma intermediate version (i.e. very nearly almost, but not completely debugged) with only one or two bug fixes and changes to configuration set-up from version 1.39. To the best of my knowledge there are no bugs in version 1.40, but for a couple of months I thought there was! The problem occurred when I edited the end of a script of a program line. Much to my annoyance, the next few lines would often join in the fun and tack themselves onto the end of the line I was working on. After months of using MicroEmacs instead, I saw someone else's DME script in an 'Amiga Computing' screen photo. The solution was to turn off word-wrap mode.

After that public admission, I might as well confess to have NOT installed AmigaDOS Replacement Project 1.3 (ARP) for one whole year after getting an Amiga. For those similarly afflicted with inactivity, I'd like to remind them that ARP (including arp.library) can free up 115 precious blocks from your WorkBench diskette. Considering that you probably have arp.library in your libs: directory anyway (many public domain programs use and provide it) the actual saving in your c: directory is 152 blocks. Coupled with faster commands, additional help information, consistent wild-cards and optional Unix style pipes and command substitution (a WorkBench 2.0 feature, I believe) those who are as slow to catch on as I am have no real excuse not to grab a copy from the AUG disk library.

Communications

lifted this from the Guru Meditation BBS... :-)

The USENET Guide to Power Posting

1. Conspiracies abound: If everyone's against you, the reason can't *possibly* be that you're a d---head. There's obviously a conspiracy against you, and you will be doing the entire net a favor by exposing it. Be sure to mention the CIA, FBI, Oliver North and the Army as co-conspiritors.

2. Lawsuit threats: This is the reverse of Rule #1. Threatening a lawsuit is always considered to be in good form. "By saying that I've posted to the wrong group, Charlie has libeled me, slandered me, and stuffed me. See you in court, Charlie."

3. Force them to document their claims: Even if Jane Jones states outright that she has menstrual cramps, you should demand documentation. If Newsweek hasn't written an article on Jane's cramps, then Jane's obviously lying.

4. Use foreign phrases: French is good, but Latin is the lingua franca of USENET. You should use the words "ad hominem" at least three times per article. Other favorite Latin phrases are "ad nauseam", "vini, vidi, vici", "E Pluribus Unum" and "fetuccini alfredo". [and of course, who can forget "semper ubi sub ubi"? -jjw]

5. Tell 'em how smart you are: Why use intelligent arguments to
convince them you're smart when all you have to do is tell them? State that you're a member of Mensa or Mega or Dorks of America. Tell them the scores you received on every exam since high school. "I got an 800 on my SATs, LSATs, GREs, MCATs, and I can also spell the word 'premeiotic' ".

6. Be an armchair psychologist: You're a smart person. You've heard of Freud. You took a psychology course in college. Clearly, you're qualified to psychoanalyze your opponent. "Polly Purebread, by using the word 'zucchini' in her posting, shows she has a bad case of penis envy."

7. Accuse your opponent of censorship. It is your right as an American citizen to post whatever the hell you want to the net (as guaranteed by the 37th Amendment, I think). Anyone who tries to limit your cross-posting or move a flame war to email is either a Communist, a fascist, or both.

8. Doubt their existence: You've never actually seen your opponent, have you? And since you're the center of the universe, you should have seen them by now, shouldn't you? Therefore, THEY DON'T EXIST! Call'em an AI project, to really piss them off. [HCIII, where are you? Does this sound familiar?]

9. Laugh at whatever they write. A good "HAHAHA-HAHAHAHAHAHAHA" should intimidate just about anyone.

10. When in doubt, insult: If you forget the other rules, remember this one. At some point during your wonderful career on USENET you will undoubtedly end up in a flame war with someone who is better than you. This person will expose your lies, tear apart your arguments, make you look generally like a bozo. At this point, there's only one thing to do: insult the dirtbag!!! "Oh yeah? Well, you do strange things with vegetables."

11. Make things up about your opponent: It's important to make your lies sound true. Preface your argument with the word "clearly." "Clearly, Fred Flooney is a liar, and a dirtball to boot."

12. Cross-post your article: Everyone on the net is just waiting for the next literary masterpiece to leave your terminal. From rec.arts.wobegon to alt.gourmand, they're all holding their breaths until your next flame. Therefore, post everywhere.

13. Use the smiley to your advantage. You can call anyone just about anything as long as you include the smiley. On really nasty attacks add "No flames, please". When they bitch, call them an ass for not being able to recognize sarcasm when they see it.

14. Should you post something exceedingly stupid and later regret it, don't worry. You needn't cancel the article. That only shows what a wimp you really are. Deny that you ever sent it. "It must be a forgery!" (Yea, that's the ticket, it's a forgery!) "Someone broke into my account and sent it!" "It's that damn backbone cabal out to get me!" Take your pick, they've all been used before.

15. A really cheap shot is to call you opponent a "facist". By itself, it really does nothing. But, when used often, and in enough articles, it can make you a net-legend.

16. Lie, cheat, steal, kill, leave the toilet seat up.

17. Never post to alt.flame. If you do this, then you must really be desperate to flame someone. Wherever this flame war started, keep it there. Everyone on the net is waiting for the outcome.

18. Watch out for vigilantes. These people will often e-mail you and tell you that your flame in alt.folklore.computers is 'not appropriate.' What you should do about this is flame him/her the next chance you get (or sooner). Accuse them of taking away your rights guaranteed to you by the 37th amendment (see Rule 7).

19. And finally, never edit your newsgroup line when following up (unless you're expanding it). This drives 'em wild. Be sure to follow up as many articles as possible, even if you have nothing to say. The important thing is to get "exposure" so that you can be called a "regular" in your pet newsgroup. Never change the ">" symbol when following up; that's for wimps. Dump a hundred lines of "INEWS FODDER" in every article.

The Golden Rule of Flaming:

My flames will be witty, insulting, interesting, funny, caustic, or sarcastic, but never, ever, will they be boring.

Here endeth the scriptures.

Club News

REPORT ON ART SIG.

These SIGs have now been running successfully for over a year, being held each month at 7.30 on the Tuesday evening following the main monthly AUG meeting. Geoff Wood kindly hosted the last meeting on 21st May and demonstrated his new "Colorburst 24/48 Bit Video Engine". Amongst a variety of activities Geoff's amazing large screen projector was well to the fore with a 3D program demo on video, and several Amiga art slideshows accompanied by his sister Joan's excellent MIDI music on DMCS. Thanks, Geoff and family (including mother Gwen who showed some intriguing Dpaint animations).

Geoff will also host the next SIG, on Tuesday, 18th June, at Aspendale. Please phone him on 580-7463 if you intend to be present. New members or even casual visitors are welcome, so if you are a user of art programs or wish to learn about them, or display your work, we would like to hear from you.

REPORT ON MUSIC SIG.

The second monthly music SIG was held at Norm Christian's home on Monday, 20th May. Norm's Yamaha PSR4500 keyboard was used and Tim Morland brought his Ensoniq synth with built-in disk drive.

Unfortunately, possibly due to colder weather, numbers were down, but those who attended spent an interesting and profitable time. An attempted examination of Bars and Pipes was somewhat frustrating due to a joint lack of experience; if someone reading this is a successful user, please come to the next SIG. Members are welcome to bring their own hardware/software, programs, music files etc. Don't worry if you are only a beginner - help is usually available.

Next music SIG will be at 7.30 pm on the evening following the AUG meeting, i.e. Monday, 17th June, at Keysborough. Please phone Norm on 798-6552 if wishing to attend. This is important, as he has limited accommodation (also not many chairs, so it might be a good idea to put a folding seat in your car in case of need.)

What Auction?

Coordinator's Comment

This has been yet another busy month for the Amiga Users Group and myself and I think it is timely to take stock of our current position.

The cost of running the meeting at Burwood is quite high. Because we cannot guarantee to have a television projector turn up at each meeting, we have been forced to hire the audio-visual equipment from Victoria college itself. This adds another $250 to the cost of running our meeting each month but let's face it, what is an Amiga group meeting without the amazing graphics capabilities of the machine being projected for all to see? Unless someone can come up with an alternative that will work every meeting without fail then this is the road we have to take.

The North-West chapter of the Amiga Users Group has had the policy of offsetting the cost of the meetings by asking people to put in $1 at the door. At the May meeting at Burwood, we asked those in attendance if they would violently object to paying $1 at the meeting which would include tea, coffee and biscuits. Nobody objected and at the last committee meeting held on Tuesday 28 May, the committee decided to implement this change. As of the June meeting, we will be asking you to contribute $1 at the door at the Burwood meeting.

As you probably know by now, Con Kolivas our editor, has decided his medical studies are demanding more of his time and he feels unable to do justice to the Workbench magazine and has therefor resigned as editor. You will, no doubt, be somewhat surprised to discover he is editing this month's newsletter as well! Rumor has it he just wants to break Peter Jetson's record of editing 60 newsletters which, by the way, he equaled last month. As truth would have it, he'd rather be spending his weekends grasping the concepts of oncogene products in 9:22 translocations of the c-abl break-point cluster region in chronic myeloid leukaemia but as it happens, no-one has yet offered their services so Con is still in the seat.

Just before the last committee meeting, a submission with regard to the Workbench magazine arrived in the mail from Jim Berry. This submission looked at how Jim thought the Workbench committee should be run and suggested an organisational hierarchy that would best fill the needs of the AUG and the Workbench group. After a great deal of discussion, the committee have agreed to facilitate the group's formation and I will be contacting people who have expressed interest in what goes into Workbench with a directive from the committee that the group should produce a magazine that reflects the life of the group.

The Amiga Users Group has always welcomed dealers at our meetings. Dealers not only help us provide a service at meetings but it enables them to create links with the group that can only benefit both parties. If a dealer wants to come to a meeting, please contact the meeting pre-plan committee through the meeting chairman Arnie Robbins. If there are more dealers wanting to attend a meeting than there is space to put them, late entries may have to go without. In general, it is best to contact us at least a week before the Sunday of the meeting.

Planning for PC-91 is full steam ahead. We have offers of equipment and people's time at our stand to tell people what a great machine the Amiga is and why they should be members of the Amiga Users Group. Thank you to all those who have rung me and offered their assistance. We are always going to need more help so if you'd like to assist you can contact me on 853 8857 or 018 521 385.

Burwood Meeting now
$1.00 at the door!
(This includes free Coffee/Tea)

NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group
(SIG) of AUG.

Meetings held every 2nd Wednesday
at 7:30 pm in Rooms 19 & 20,
1st Floor,
Essendon Community Centre
Cnr Mt. Alexander & Pascoe Vale Rds
Moonee Ponds 3039

For upcoming dates call NWAUG committee

All AUG members are NWAUG members
Meeting entrance fee of $1
covers room hire/coffee/biscuits.

NWAUG - A Multitasking SIG of AUG
See YOU at a meeting soon.

NWAUG NWAUG NWAUG NWAUG

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Amiga Users Group Phone Listings

Amiga Help-Network

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	-	AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	-	AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	-	AmigaBasic (advanced)	- 375 4142
Alan Garner	-	AmigaBasic, A/C Basic	- 879 2683
Mal Woods	-	C(Introductory), Professional Page	- 888 8129
Andrew Gelme	-	C (advanced) - AZTEC	- 645 1744
Eric Salter	-	C (advanced) - LATTICE, TeX	- 853 8857
Norm Christian	-	Amiga Art, Music	- 798 6552
Neil Rutledge	-	Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	-	Beginners Help-Line (After 9:30 pm)	- 756 6640
George Wahr	-	Superbase, Bridgeboard	- 376 6180
Bill Jordan	-	Amiga BASIC, A/C + AMOS BASIC	- 417 3521
Lester McClure	-	Lucas/Frances - A1000 32 bit processor system.	- 803 5664
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	- 383 3509

The *Workbench* Editorial Subcommittee

The following is a list of AUG members who have volunteered to help you in the area of article writing for the *Workbench* journal and are topic-specific helpers. You can also help by adding your name to this list.

Nikolai Kingsley	-	CLI & Shell utilities, Programming	- 772 8472
Jim Berry	-	General Interest Articles	-807 7321
Norm Christian	-	Art & Music Articles	-798 6552
Rob Pemberton	-	Beginner-Level Articles	- 571 4579
Ben Barrows	-	Humorous Articles	- 888 8608
Rod Paterson	-	Scientific interest Articles.	- 889 2793
Daryl Hutchins	-	Will Re-Type articles (10am - 3pm)	- 870 6284

The Amiga Users Group Committee

When in real doubt, or you have an enquiry, ask a member of the committee, obviously the most relevant one you can think of. If you want to see your name here, you'll have to be nominated at the Annual General Meeting.

Co-Ordinator	-	Eric Salter	853 8857
Ass. Co-Ord	-	Lester McClure	803 5664
Meeting Chair	-	Arnold Robbins	808 0551
Secretary	-	Alan Garner	879 2683
Treasurer	-	Nevile Sleep	546 0633
Membership	-	Peter Barton	850 9250
Purchasing	-	Russel Porteous	585 0202
Book Library	-	Ross Johnson	824 7026
Disk Library	-	David Marks	N/A
Editor	-	Con Kolivas	484 1339
Committee	-	Bob Laidlaw	359 3930
	-	Hugh Leslie	489 1584
(Public Officer)	-	Chris Tremelling	527 2594
	-	George Wahr	376 6180

NWAUG Committee (PO Box 25, Coburg 3058)

Co-ordinator	-	Kerrie Millar	484 5934
Ass. Co-ordinator	-	Tony Prowse	379 7960
Meeting Chair	-	George Wahr	376 6180
Treasurer/Memb.	-	Paul Pritsis	350 3601
General	-	Hugh Leslie	489 1584
	-	Greg Rowburg	484 3909
	-	Simon Shead	383 4905
(BBS SysOp)	-	Gary Gajic	376 4378
PD Library	-	Alan Cheng	380 5588
Book Library	-	Darrel Butcher	439 6283

Public Domain Software Order Form

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Disk Numbers:										

Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.

Disks supplied by Amiga Users Group @ $6 each	$
Disks supplied by member @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Newsletter Back Issue Order Form

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Issue Numbers:										

Be patient, we may have to reprint some issues to fill your request

Number of issues ordered @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Application for Membership of The Amiga Users Group Inc.

Membership is $25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

Surname: _____

First Name: _____

Address: _____

_____ Postcode: _____

Phone Number: _____ STD Code: _____

Where did you hear about AUG: _____

_____

_____

Signed: _____ Date: _____

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

_____

_____

Which group do you attend mostly: _____

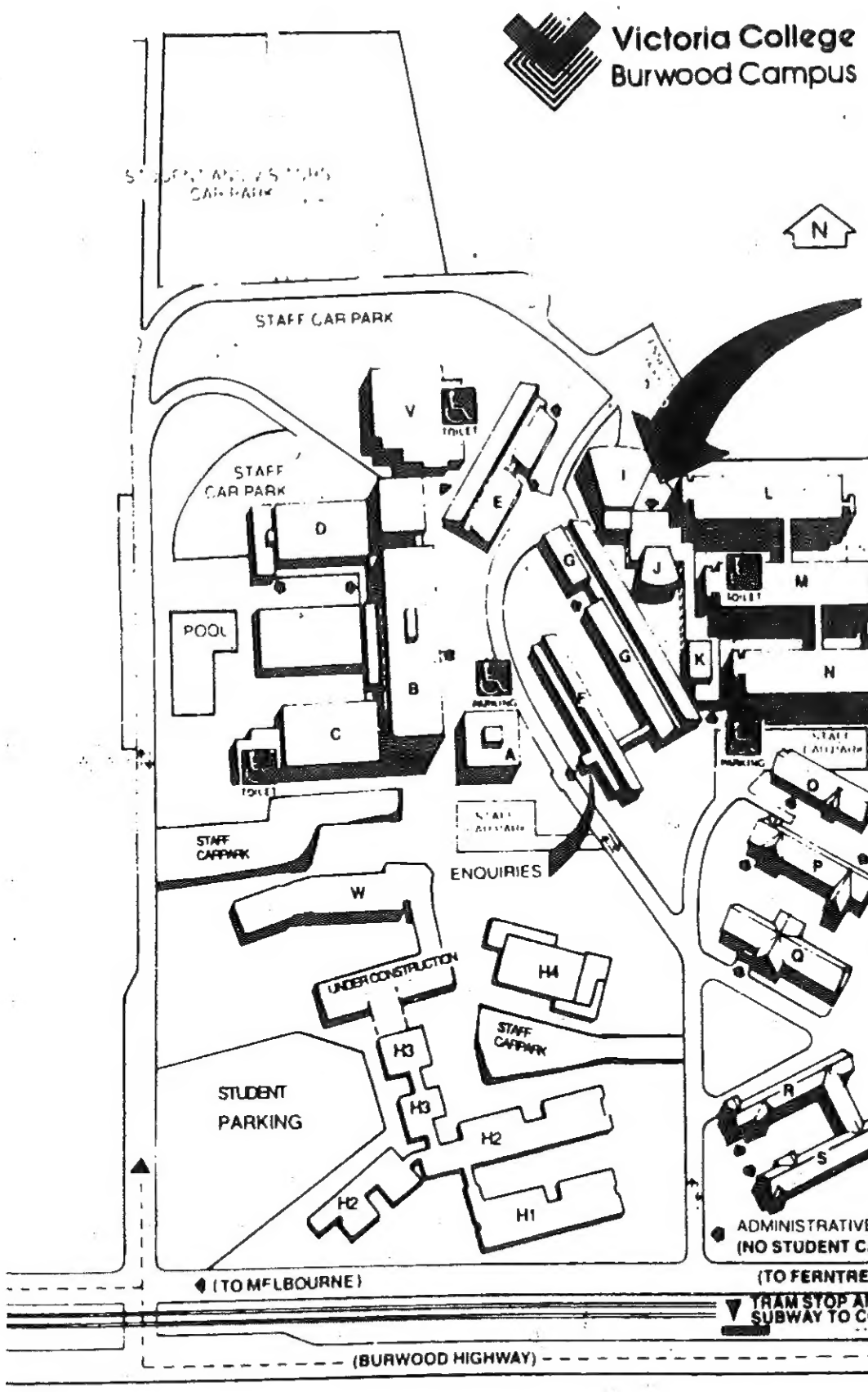
i.e., Burwood, NWAUG etc., _____

_____

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

AUG meets on the third Sunday of each month



A Head of Campus/Associate Director (Educational Services)
Computer Centre

B Bowater Faculty of Business
Dean
Faculty Office
Departments
Department of Health, Physical Education & Recreation
Teaching Services Unit

C Aquatic Centre
Gymnasium
Handicapped Persons Toilet

D Phoenix Theatre

E VICTRACC LTD

F Enquiries, Deliveries, Switchboard
Staff Room
Finance Office, General office
Works Office

G Burwood Student Council
Bookstore, Shop
Pantery

H1 Office of Prospective Students

H2 Student Counselling Offices
Medical Officer
Buildings & Grounds Office
Teaching Services Unit, Graphic Design Office

H4 Cafeteria

I Lecture Theatre 1

J Lecture Theatre 2

K Lecture Theatre 3

L School of Primary Teacher Education
Art Department
Music Department

M School of Primary Teacher Education
- Mathematics Department
- Science Department
- Handicapped Persons Toilet

N School of Primary Teacher Education
- Faculty Office
- Head of School
- Child Studies Department
- Foundations of Education Depart
- Language & Literature Dept
- Learning & Teaching Dept
- Social Science Dept

O Caretaker's Residence

P Student Administration
Personnel Department
Administrative Services
Computer Services
- Computer Services Manager
- User Services

Q Teaching Skills Laboratory
Dance & Drama Studio

R Faculty of Special Education & Paramedical Studies
- Dean's Office

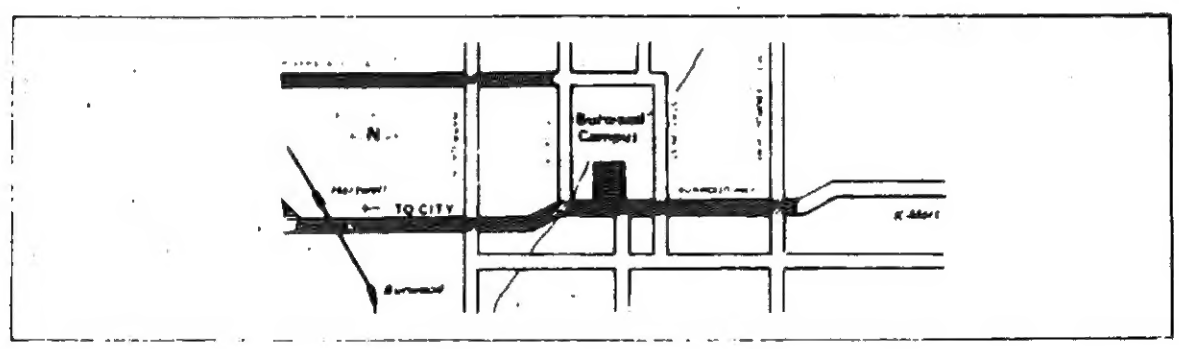
S Faculty of Special Education & Paramedical Studies
Child Care Centre

T Workshop

V Library
Handicapped Persons Toilet

W School of Nursing

Wheelchair Access
Buildings E,F,G,H2,I,J,K,M,N,V, and Aquatic Centre
Limited Access
Buildings B and C



Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2. The meeting entrance fee is only $1.00.